

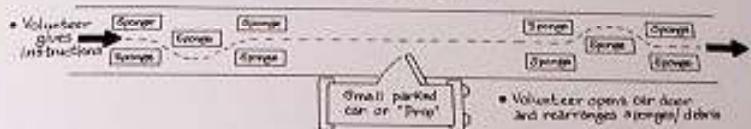
1. Bike Shop

2. Hazards

MATERIALS: Hazards can be **DRY** sponges, pieces of car floor mats, **PLATTENED** oasis, **PLATTENED** pieces of egg cartons, etc. If it is a windy day, use car floor mats cut into smaller pieces... Do not use rocks to hold things down. That could cause a fall.

STATION #2 MAP

If a "real" car is used, a volunteer in the car carefully opens the door as the rider passes by. The rider needs to stop or do a "ZEB" Turn to avoid a problem.



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Station #3 Intersections, Driveways, Hand Signals

GOALS

- To approach, stop, and ride safely through an intersection with a stop sign including using a "RACE" Start (See Glossary).
- To stop at all edges, (i.e. intersections and driveways) and safely check for traffic, look for traffic LEFT-RIGHT-LEFT and LEFT again, stopping toward if the view is blocked.
- To demonstrate safe right and left turns using signals.

VOLUNTEERS

3 Volunteers, but minimum 2 (See HOW TO Section)

Volunteer #1 gives directions to riders.

Volunteers #2 & #3 act as vehicles on the street coming from opposite directions toward each other.

Use hand signals to be "predictable."
Predictable riding = Safe riding.



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4. Driving

5. Stop

3. Intersections